



anssimm

Created: 2 hours, 3 minutes after earthquake

PAGER

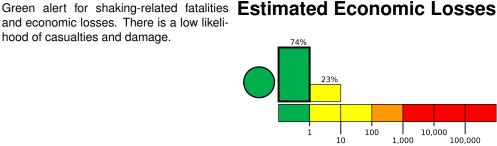
Version 2

M 5.5, 15 km SSW of Alik Ghund, Pakistan

Origin Time: 2020-11-14 02:56:55 UTC (Sat 07:56:55 local) Location: 30.3638° N 67.4589° E Depth: 12.1 km

Estimated Fatalities 10,000 1,000

and economic losses. There is a low likelihood of casualties and damage.



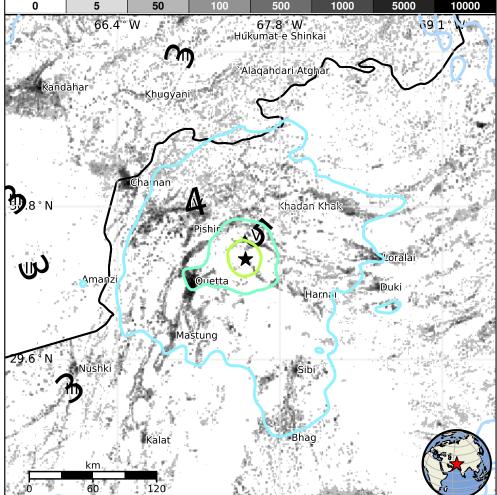
Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		_*	3,335k*	2,691k	1,719k	28k	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVED SHAKING		Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

^{*}Estimated exposure only includes population within the map area.

Population Exposure

population per 1 sq. km from Landscan



PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty. https://earthquake.usgs.gov/earthquakes/eventpage/us7000cet5#pager

Structures

Overall, the population in this region resides in structures that are extremely vulnerable to earthquake shaking, though some resistant structures exist. The predominant vulnerable building types are adobe block and informal (metal, timber, GI etc.) construction.

Historical Earthquakes

		•		
Date		Mag.	Max	Shaking
(UTC)	(km)		MMI(#)	Deaths
1978-03-16	127	6.1	VI(17k)	1
2004-07-18	382	5.2	VII(2k)	2
1997-02-27	84	7.1	VIII(139k)	60

Recent earthquakes in this area have caused secondary hazards such as landslides that might have contributed to losses.

Selected City Exposure

MMI	City	Population
VI	Alik Ghund	8k
٧	Quetta	734k
٧	Kot Malik Barkhurdar	69k
IV	Ziarat	1k
IV	Pishin	24k
IV	Harnai	11k
IV	Sibi	64k
Ш	Chaman	89k
Ш	Kandahar	391k
Ш	Qalat	12k
Ш	Zhob	51k

bold cities appear on map.

(k = x1000)